ALTER EGO™

A Fantasy Role-Playing Game About Life

Conceived and Created by
Peter J. Favaro, Ph.D.

Complete Instructions for the Apple® II series, IBM® PC/PCjr, TANDY® 1000, Commodore® 64™/128™, and Apple® Macintosh™.

ACTIVISION
HOME COMPUTER SOFTWARE

ALTER EGO™

1

AUDIO VISUAL CONCEPT, LABEL AND PROGRAM © 1985 ACTIVISION, INC.
UNAUTHORIZED COPYING IS A VIOLATION OF LAW.

FOR APPLE II SERIES COMPUTERS

SEE INSTRUCTIONS FOR LOADING INFORMATION.

MALE VERSION

ACTIVISION
HOME COMPUTER SOFTWARE™

TD-127-1-04

ALTER EGO™

2

AUDIO VISUAL CONCEPT, LABEL AND PROGRAM © 1985 ACTIVISION, INC.
UNAUTHORIZED COPYING IS A VIOLATION OF LAW.

FOR APPLE II SERIES COMPUTERS

SEE INSTRUCTIONS FOR LOADING INFORMATION.

MALE VERSION

ACTIVISION
HOME COMPUTER SOFTWARE™

TD-127-2-04

ALTER EGO™

1

AUDIO VISUAL CONCEPT, LABEL AND PROGRAM © 1985 ACTIVISION, INC.
UNAUTHORIZED COPYING IS A VIOLATION OF LAW.

FOR APPLE II SERIES COMPUTERS

SEE INSTRUCTIONS FOR LOADING INFORMATION.

MALE VERSION

ACTIVISION
HOME COMPUTER SOFTWARE™

TD-127-1-04

ALTER EGO™

2

AUDIO VISUAL CONCEPT, LABEL AND PROGRAM © 1985 ACTIVISION, INC.
UNAUTHORIZED COPYING IS A VIOLATION OF LAW.

FOR APPLE II SERIES COMPUTERS

SEE INSTRUCTIONS FOR LOADING INFORMATION.

MALE VERSION

ACTIVISION
HOME COMPUTER SOFTWARE™

TD-127-2-04

ALTER EGO™

3

AUDIO VISUAL CONCEPT, LABEL AND PROGRAM © 1985 ACTIVISION, INC.
UNAUTHORIZED COPYING IS A VIOLATION OF LAW.

FOR APPLE II SERIES COMPUTERS

SEE INSTRUCTIONS FOR LOADING INFORMATION.

MALE VERSION

ACTIVISION
HOME COMPUTER SOFTWARE™

TD-127-3-04

ALTER EGO™

1

AUDIO VISUAL CONCEPT, LABEL AND PROGRAM © 1985 ACTIVISION, INC.
UNAUTHORIZED COPYING IS A VIOLATION OF LAW.

FOR APPLE II SERIES COMPUTERS

SEE INSTRUCTIONS FOR LOADING INFORMATION.

MALE VERSION

ACTIVISION
HOME COMPUTER SOFTWARE™

TD-127-1-04

ALTER EGO™

2

AUDIO VISUAL CONCEPT, LABEL AND PROGRAM © 1985 ACTIVISION, INC.
UNAUTHORIZED COPYING IS A VIOLATION OF LAW.

FOR APPLE II SERIES COMPUTERS

SEE INSTRUCTIONS FOR LOADING INFORMATION.

MALE VERSION

ACTIVISION
HOME COMPUTER SOFTWARE™

TD-127-2-04

ALTER EGO™

3

AUDIO VISUAL CONCEPT, LABEL AND PROGRAM © 1985 ACTIVISION, INC.
UNAUTHORIZED COPYING IS A VIOLATION OF LAW.

FOR APPLE II SERIES COMPUTERS

SEE INSTRUCTIONS FOR LOADING INFORMATION.

MALE VERSION

ACTIVISION
HOME COMPUTER SOFTWARE™

TD-127-3-04

ACTIVISION
HOME COMPUTER SOFTWARE™

LANDING A JOB

Whenever you select the WORK symbol from the life choice symbols, you'll be given a list of jobs from which to choose and be asked to identify a job for which you want to apply. To land any job, you must have earned the necessary skills and attributes required by the job.

For example, in ADOLESCENCE you may want to be a drug store clerk, which requires a certain degree of social skills, trustworthiness and intelligence. Even if you have high ratings in the social and trustworthiness areas, an intelligence rating that was too low would keep you from getting this job.

Don't get discouraged if you get rejected the first time around. You'll just have to work a little harder to strengthen your weak areas.

> Note: If you drag your feet, you may find that the job you want has already been filled.

STAYING IN CHARACTER

Occasionally, you may respond to a question only to have the game narrator tell you "that didn't make sense." This may happen to you more often in the earlier life stages.

This is because **Alter Ego** expects you to put yourself in an age-appropriate role and act "in character." For example, in the childhood life stage, if you make a response that seems out of character or inappropriate for a young child, the narrator will tell you to try another set of responses. If you pick a set of choices like "PUNCH HIM IN THE FACE and TELL HIM THAT YOU LOVE HIM," the narrator will tell you "bad choice."

Sometimes you'll find that none of the choices available are ones you'd pick and that they don't "fit" your character. Not to worry. Since people are so complex, it is impossible to provide everyone with the exact choice they would pick. You'll just have to compromise a little and choose a response that comes close to the one your character would choose.

YOUR ALTER EGO'S LIFE STATUS

Throughout the game, your life will be analyzed by either your "conscience" or the game's "narrator." At the end of each life stage, this voice will assess your life to that point, based on 12 criteria, located on a "status screen." These are outlined below.

These characteristics are measured on a continuum. This means that, as you acquire points on one end of the continuum, your score on the opposite end of that continuum decreases. For example, if you have a high "confidence" score, you'll probably be told you don't suffer from a "self-doubt" problem.

STATUS SCREEN CHARACTERISTICS

Characteristic	What it Means
CALMNESS	Your ability to remain cool under stress. (The opposite of "calmness" is "anxiety.")
CONFIDENCE	How sure you are about the decisions you make. (The opposite of "confidence" is "self-doubt.")
EXPRESSIVENESS	Your ability to say what is on your mind and get what you want, without hurting someone else's feelings. (The opposite of "expressiveness" is "withholding.")
FAMILIAL	Your relationship with your mother, father, siblings and other relatives. Your success will influence your effectiveness as a parent. (You'll be measured by how good or bad your relationships are on a high-low scale.)
GENTLENESS	A measure of your mildness and tenderness. (The opposite of "gentleness" is "hostility.")
HAPPINESS	A measure of how seriously you take life and how positively you view the world. (The opposite of "happiness" is "sadness.")
INTELLECTUAL	Measures "book smarts" and common sense. (Here you'll be measured from high to low.)
PHYSICAL	Your general physical health and well-being. (You'll be measured from high to low.)
SOCIAL	Your success in social skills, etiquette, manners, interpersonal interaction and making friends. (You'll be measured from high to low.)
THOUGHTFULNESS	Your ability to think before you act and, indirectly, your sense of judgment. (The opposite of "thoughtfulness" is "impulsiveness.")
TRUSTWORTHINESS	Your honesty and sense of ethics. (The opposite of "trustworthiness" is "deviousness.")
VOCATIONAL	Your ability to work at a job. (You'll be measured on a high-low scale.)

COPYING PROHIBITED

This software product is copyrighted and all rights are reserved by Activision Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling or otherwise distributing this product without the express written permission of Activision are violations of U.S. Copyright Law and are hereby expressly forbidden.

ACTIVISION LIMITED 90-DAY WARRANTY

Activision Inc. warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activison and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Activision Inc. at the address noted below with a check or money order for $7.50 (U.S. currency), which includes postage and handling, and Activision will mail a replacement to you. To recieve a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a $7.50 check, (2) a brief statement describing the defect, and (3) your return address. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANT OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OF CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

WARNING

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty. Please see next page for complete warranty. U.P.S. or registered mail is recommended for returns. Please send to:

WARRANTY REPLACEMENTS
Consumer Relations
Activision, Inc.
2350 Bayshore Frontage Road
Mountain View, CA 94043